An Historical Simulation Game

the time is: 0500 hrs., "M+1" 1976

NATO

Operational Combat in Europe in the 1970's

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NATO — Standardization for its operational plans. Soviet invasion of Europe game. T.M. pending.

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Publishers of Strategy & Tactics Magazine, Moves Magazine, Simulation Series Games, and S&T Series Games.

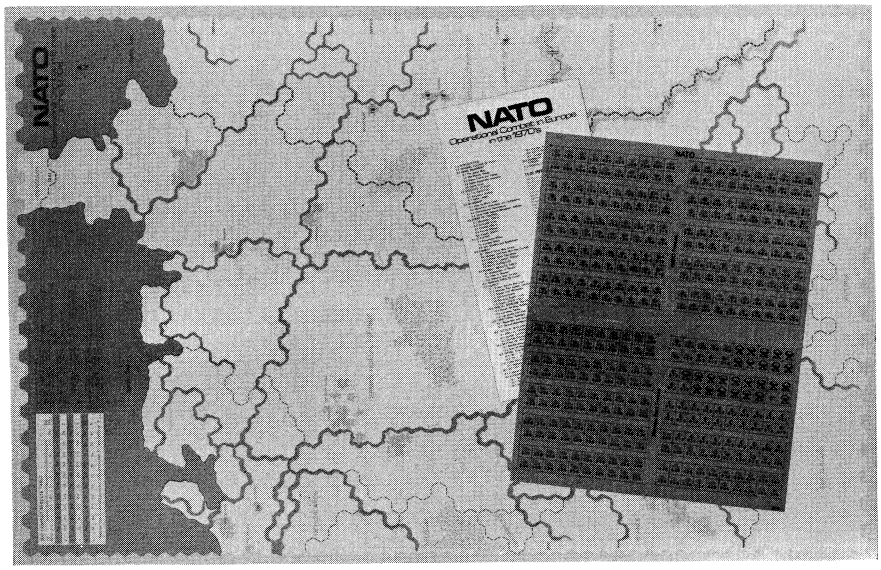
NATO

- **Units from fourteen different nations**
- **Tactical nuclear weapons**
- **Airmobile operations**

Operational Combat in Western Europe in the 1970's

NATO is the game that demonstrates the outcome of the potential modern conflict to change the face of Europe. The units employed are on the brigade/divisional level, and represent the forces of the Warsaw Pact (including the USSR, Poland, Hungary, East Germany, and Czechoslovakia) and the North Atlantic Treaty Organization (the USA, Canada, West Germany, UK, Denmark, France, Belgium, the Netherlands, and Italy). Four hundred die-cut playing pieces are provided, printed in three colors.

The action course over the big 22" x 34" two-color terrain map of northern Germany. Each hex represents 16 kilometers, and the hexagonal grid is numbered using SPI's unique coding system that speeds setting up the game and aids in by-mail play. The game can last up to 25 Game-Turns (each turn represents two days of actual time). *NATO* features unique rules covering airmobile/airtransportable units, tactical nuclear weapons, Warsaw Pact "reliability," possible NATO-member neutrality, national supply organization, Chinese intervention, pre-hot war maneuvering, "M plus 1" and "M plus 31" scenarios, and battlegroup-forming. Victory is predicated on the extent of NATO territory penetrated by the Warsaw Pact forces, as well as the destruction of enemy units and supply centers, the occupation of cities, and the fulfillment of other special rules.



NATO

Operational Combat in Europe in the 1970's

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1.0 INTRODUCTION
2.0 GENERAL COURSE OF PLAY
3.0 GAME EQUIPMENT
- 3.1 The Game Map
- 3.2 The Playing Pieces
- 3.3 Game Charts and Tables
- 3.4 Game Equipment Inventory
- 3.5 Game Scale

4.0 SEQUENCE OF PLAY
- 4.1 The Game-Turn
- 4.2 Sequence Outline
- 4.3 Game Length

5.0 MOVEMENT
- 5.1 How to Move Units
- 5.2 Movement Inhibitions and Prohibitions
- 5.3 Czechoslovak Restrictions
- 5.4 Units With Special Movement Abilities

6.0 ZONES OF CONTROL
- 6.1 Movement Effects
- 6.2 Airmobile Units
- 6.3 Combat Effects
- 6.4 Retreat Effects
- 6.5 Supply Effects

7.0 STACKING
- 7.1 Movement Effect
- 7.2 Combat Effect
- 7.3 Unit Buildup and Breakdown

8.0 COMBAT
- 8.1 Which Units May Attack
- 8.2 Multiple Unit and Multi-hex Combat
- 8.3 Combat Odds Calculation
- 8.4 Effect on Combat Strength
- 8.5 NATO Battlegroups

9.0 COMBAT RESULTS TABLE
- 9.1 Explanation of Results
- 9.2 How to Retreat
- 9.3 Advance after Combat

10.0 TERRAIN EFFECTS CHART
11.0 SUPPLY
- 11.1 Supply Source and Lines
- 11.2 Warsaw Pact Supply Limitations
- 11.3 Supply Unit Movement
- 11.4 Reinforcements
- 11.5 Blocking Supply Lines
- 11.6 Supply Effects Chart

12.0 SPECIAL DENMARK RULES
- 12.1 Danish Off-Map Retreat
- 12.2 Homeless Danes
- 12.3 Garrisoning Denmark

13.0 TERRITORIAL FORCES
- 13.1 Placement and Activation
- 13.2 General Movement Restrictions

14.0 TACTICAL NUCLEAR WARFARE
- 14.1 Effect on Combat Strength
- 14.2 Nuclear Contamination Markers
- 14.3 Nuclear Contamination Table

15.0 SETTING UP THE GAME
- 15.1 Reinforcements
- 15.2 Start of Hostilities

16.0 INITIAL PLACEMENT
- 16.1 "M + 1" Scenario
- 16.2 "M + 31" Scenario

17.0 TURN RECORD/REINFORCEMENT CHART
- 17.1 Warsaw Pact Supply Reinforcements

18.0 VICTORY CONDITIONS
18.1 Explanation of Victory Conditions
19.0 SCENARIOS
- 19.1 "M + 1" Games
- 19.2 "M + 31" Games
- 19.3 Notes on Scenario Variations
- 19.4 Warsaw Pact Unreliability
- 19.5 NATO Neutrality
- 19.6 Chinese Intervention

20.0 SUMMARY OF WARSAW PACT GROUND FORCES
21.0 DESIGN CREDITS

[1.0] INTRODUCTION

NATO is a simulation on a brigade/division level of a possible attempt by the Warsaw Pact forces to "liberate" Western Europe from the NATO alliance sometime in the 1970's. It postulates that this war in West Germany could occur without a massive strategic nuclear holocaust. Essentially, the game progresses from "M," the day the Warsaw Pact decides to launch an offensive, to day "M + 50," when a decision of some type (even a stalemated war) is assumed to have been reached. The game may be played starting with "M + 1," with the forces as they actually are in peacetime, or at "M + 31," after both sides have reached planned strength.

The increment of forces, as NATO transfers its scattered strength and Warsaw Pact sends forth additional member and Russian garrison divisions, is fully charted between the two game-versions. *NATO* depicts the essential elements of modern warfare (even future warfare) with unusual elements such as Air-transportable units, Airmobile units and the new Tricap (triple capability) divisions.

[2.0] GENERAL COURSE OF PLAY

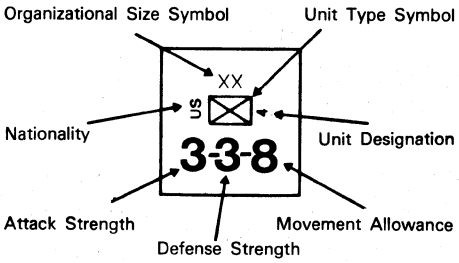
NATO is basically a two-player game. Each Player moves his units and executes attacks on Enemy units in turn, attempting to fulfill the conditions of victory. To move from one hex to another, each unit expends a portion of its Movement Allowance. Combat is resolved by comparing the total Combat Strength Points of adjacent opposing units and expressing the comparison as a simplified probability ratio (odds). A die is rolled and the outcome indicated on the Combat Results Table is applied to the units involved.

[3.0] GAME EQUIPMENT

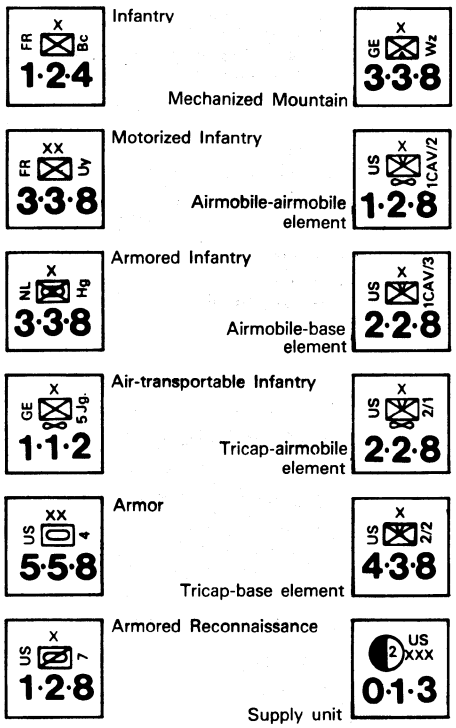
[3.1] THE GAME MAP: the 22" x 34" mapsheet portrays the area of Western Europe from East Germany to France and the North Sea. A hexagonal grid is superimposed upon the mapsheet to regularize movement and combat of the playing pieces, tracing the supply lines and delineating the terrain imposed on the map.

[3.2] THE PLAYING PIECES: Two differently colored sets of playing pieces (henceforth known as units) are supplied. They represent the various units of the opposing forces that will be available in the campaign. The opposing forces in each of the varying "Orders of Battle" are composed by selecting units from those provided on the unit sheet. It is strongly recommended that the Players sort their units by type and color, and keep them segregated. This greatly facilitates setting up the game. The playing pieces are distinguished by type, strength, and mobility, as represented by various numbers and symbols printed on their faces.

[3.21] SAMPLE UNIT



[3.22] SUMMARY OF UNIT TYPES



ORGANIZATIONAL SIZE SYMBOLS

X — Brigade

XX — Division

[3.23] DEFINITION OF TERMS

Attack Strength is the basic attacking strength of a unit quantified in Strength Points.

Defense Strength is the basic defending strength of a unit quantified in Strength Points.

Movement Allowance is the basic movement ability of a unit quantified in Movement Points; in most cases, a unit expends one Movement Point of its total Movement Allowance for each hex entered.

[3.3] GAME CHARTS AND TABLES

Various visual aids are provided for the Players to simplify and illustrate certain game functions. These are the Combat Results Table, the Turn Record/Reinforcement Chart, and the Terrain Effects Chart. Each of these is fully explained where presented.

[3.4] GAME EQUIPMENT INVENTORY

A complete set of *NATO* should include the following parts:

One Game Map

One set of Game Rules

One set of die-cut counters

One die

One sheet of Charts and Tables

[3.5] GAME SCALE

Each Game-Turn represents two days and each hex is equivalent to 16 kilometers in distance.

[4.0] SEQUENCE OF PLAY

[4.1] THE GAME-TURN

NATO is played in turns called *Game-Turns.* Each Game-Turn is composed of two *Player-Turns.* Each Player-Turn is composed of three *Phases.* The Player whose Player-Turn is in progress is called the *Phasing Player.* Each Game-Turn proceeds as follows.

[4.2] SEQUENCE OUTLINE

A. FIRST PLAYER-TURN (Soviet Player-Turn)

1. *Initial Movement Phase.* The Phasing Player may move all of his units (exception, see 11.3) in any direction up to the limit of their Movement Allowance within the restrictions outlined in the Movement and Supply rules.

2. *Combat Phase.* The Phasing Player may attack Enemy units adjacent to Friendly units at his option; combat is resolved as outlined in the Combat rules.

3. *Second Movement Phase.* The Phasing Player may move all of his units in any direction up to the limit of their Movement Allowance within the restrictions outlined in the Movement Rules.

B. SECOND PLAYER-TURN (NATO Player-Turn)

Repeat phases 1 through 3 for the NATO Player, who becomes the Phasing Player and moves his own units.

C. GAME-TURN INDICATION

The Game-Turn marker is advanced on the Game-Turn track, signalling the start of a new Game-Turn.

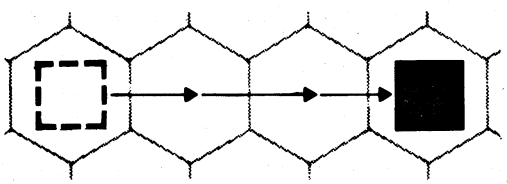
[4.3] GAME LENGTH

Repeat steps A through C for the number of Game-Turns indicated by the scenario. At the end of the last Game-Turn, the game is over, and the Players' performances are evaluated in terms of the Victory Conditions.

[5.0] MOVEMENT

GENERAL RULES:

During the Movement Phase, the Phasing Player may move as many or as few of his units as he wishes. During each Friendly Movement Phase, each unit may be moved as many or as few hexes as the Phasing Player desires, as long as its Movement Allowance is not exceeded in a single Movement Phase. Unused Movement Points, however, may not be accumulated from Phase to Phase nor transferred from unit to unit.



PROCEDURE:

Move each unit individually, tracing the path of its movement through the hexagonal grid. Once a unit has been moved and the Player's hand withdrawn, the unit may not be moved again, nor the path retraced and/or changed during that Movement Phase.

CASES:

[5.1] HOW TO MOVE UNITS

[5.11] During a Movement Phase only the Phasing Player's units are moved; all, some, or none of his units may be moved. No Enemy movement, and no combat, may occur during a Movement Phase.

[5.12] Movement is calculated in terms of Movement Points. Basically each unit expends one Movement Point of its total Movement Allowance for each hex it enters.

[5.2] MOVEMENT INHIBITIONS AND PROHIBITIONS

[5.21] A unit's Movement Allowance may be decreased by supply considerations, lowering the number of Movement Points that it may expend in a given Movement Phase (see Supply). The number of Movement Points to enter a given hex accumulates by addition, i.e., to enter a woods hex while crossing a river hexside would cost three Movement Points: two for the woods hex, and one for crossing the river (See the Terrain Effects Chart). All effects of reducing available Movement Points and increasing the number of Movement Points to enter a given hex are cumulative.

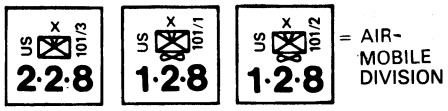
[5.22] A unit may always move a single hex in a given Movement Phase as long as it is not leaving one Enemy controlled hex and directly entering another, and is not entering a sea hex or crossing a sea hexside (Exceptions: see 5.4).

[5.23] Units may *never* enter hexes containing Enemy units. Units may *never* enter all-sea hexes or pass through all-sea hexsides (See the Terrain Effects Chart).

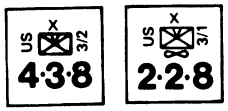
[5.3] CZECHOSLOVAK RESTRICTIONS

[5.31] All Czechoslovak units are initially placed in Czechslovakia. They may *never* leave that country unless otherwise stated in the scenario, either by crossing the Start Line, or into East Germany. They may, however, attack hexes adjacent to Czechoslovakia.

[5.4] UNITS WITH SPECIAL MOVEMENT ABILITIES



= AIR-MOBILE DIVISION



= TRICAP DIVISION

[5.41] *Airmobile Units.* There are two types of airmobile units; Airmobile divisions (composed of one base element and two airmobile elements) and Tricap divisions (composed of one base element and one airmobile element). The airmobile element of these units may ignore all effects of the first Enemy controlled hex they enter in any Friendly Movement Phase, as long as they did not begin that Movement Phase in an Enemy Controlled hex. If they did begin in an Enemy controlled hex, they may only enter another Enemy controlled hex (even an adjacent one). Thus airmobile elements have a limited ability to "move through" Enemy controlled hexes.

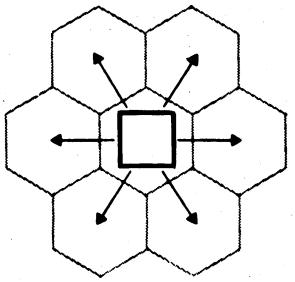
[5.42] *Air Transportable Units.* These Units have the unique ability to move without regard to Movement Allowance and the hex grid. At the beginning of any Friendly Movement Phase, any supplied Air-Transportable unit not in an Enemy controlled hex may be removed from the map and placed on any other hex with four restrictions:

1) They may not be placed in Enemy occupied or controlled hexes;
2) They may not be placed on All-Sea or All-Lake hexes;
3) They may only be placed on hexes from which a line of unblocked contiguous hexes no longer than twelve hexes may be traced to any Friendly supply unit. Hexes are blocked by impassable terrain, Enemy occupied hexes and Enemy controlled hexes not occupied by Friendly units.
4) They may only air transport from one clear terrain hex to another clear terrain hex.

[6.0] ZONES OF CONTROL

GENERAL RULE:

The six hexagons immediately surrounding a hex constitute the Zone of Control of any units in that hex. Hexes upon which a unit exerts a Zone of Control are called controlled hexes, and inhibit the movement of Enemy units. All units exert a Zone of Control.



[6.1] MOVEMENT EFFECTS

[6.11] Upon entering an Enemy controlled hex a unit must stop and may not move again in that Movement Phase (Exception see 6.2). However, units expend no additional Movement Points to enter an Enemy controlled hex (only the normal terrain costs).

[6.12] A unit may never move from one Enemy controlled hex directly to another Enemy controlled hex (Exception see 6.2).

[6.13] A unit that starts its Movement Phase in an Enemy controlled hex may move out and re-enter another Enemy controlled hex, providing it does not move directly from one to another. It must first enter at least one non-controlled hex.

[6.2] AIRMOBILE UNITS

[6.21] The Airmobile elements of Airmobile and Tricap units may move from one Enemy controlled hex directly to another Enemy controlled hex once per Movement Phase (see 5.4). They are the only units with this ability.

[6.3] COMBAT EFFECTS

[6.31] Zones of Control do not affect combat; attacking is completely voluntary and the presence of a unit's Zone of Control in a Friendly occupied hex does not force combat.

[6.4] RETREAT EFFECTS

[6.41] Units may not retreat (due to combat; see the Combat Results Table) into or through an Enemy controlled hex, unless another Friendly unit already occupies the controlled hex. Thus, for retreat purposes, Enemy controlled hexes are *negated* by Friendly units.

[6.5] SUPPLY EFFECTS

[6.51] Supply lines may not be traced through Enemy Controlled hexes unless that hex is occupied by a Friendly unit. Thus, for supply purposes, Friendly units negate Enemy controlled hexes.

[7.0] STACKING

GENERAL RULE:

The Soviets may stack a maximum of two units of any type per hex, while the NATO player may stack only one *division* (XX) or its equivalent (three Brigades:X). A supply unit counts as a division-sized unit for both sides where stacking is concerned.

CASES:

[7.1] MOVEMENT EFFECT

[7.11] Units may not move through hexes in violation of the stacking limitations. The stacking limit applies at all times during the Friendly Movement Phase. Units may not overstack voluntarily. Thus a unit could not be moved into or through a hex if the combination of the moving and stationary unit violated stacking limitations (see 9.2).

[7.2] COMBAT EFFECT

[7.21] All units which are in a hex under attack must be attacked; their separate Defense Strengths are totalled and the entire combined Strength must be attacked. Units stacked together may not be attacked separately. If one unit in a stack of units is attacking a given hex, the remaining units are under no compulsion to join in the attack. They may attack different hexes, or not attack at all.

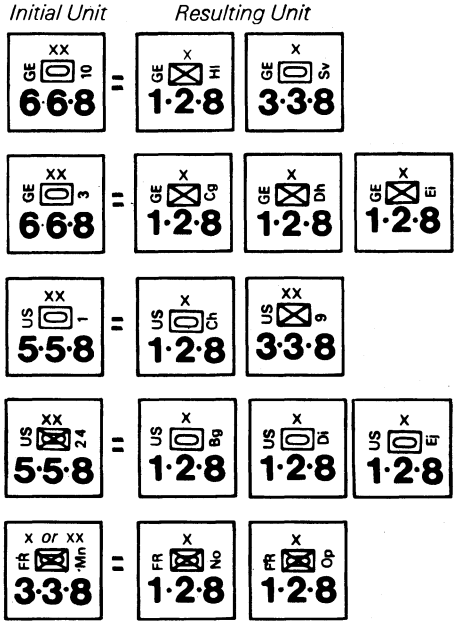
[7.3] UNIT BUILDUP AND BREAKDOWN

[7.31] The NATO Player may, at his option, break down (i.e., create more, smaller units from a single unit) or build up (i.e., combine several smaller units into one stronger unit) certain units into other configurations. Units to be combined must be of the same nationality and must start the Movement Phase stacked together. Units when broken down are replaced in the same hex with the equivalent units of the same nationality. Combining or breaking down requires the expenditure of all eight (8) Movement Points from the initiating units. Units may never change nationality when breaking down or building up. Only the NATO player may break down or combine units. Building up or breaking down takes place at the beginning of the Friendly Movement Phase, and all movement is denied any units that engage in either operation. Unit types have no effect on Building up or Breaking Down, only the units' Strengths and Allowance.

[7.32] The following substitutions can be made:

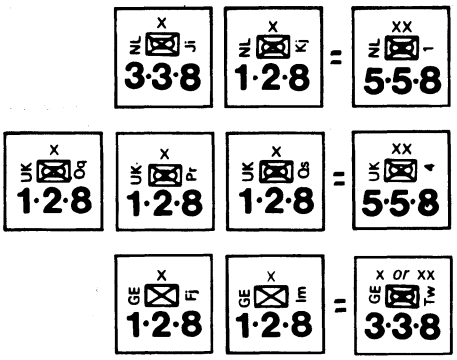
BREAKING DOWN

Initial Unit — *Resulting Unit*



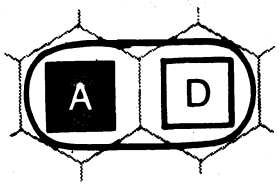
BUILDING UP

Initial Units — *Resulting Unit*



Airmobile 1-2-8 units may never be used in Resulting units for breaking down, or Initial units for building up.

[8.0] COMBAT



GENERAL RULE:

Combat occurs between adjacent opposing units at the Phasing Player's discretion. The Phasing Player is the Attacker, the non-Phasing Player the Defender, regardless of their overall strategic position.

PROCEDURE:

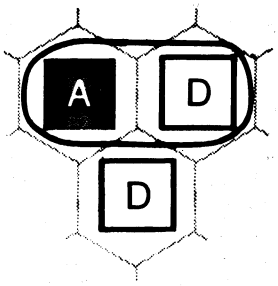
Total the Combat Strengths of all the attacking units involved in a specific attack and compare it to the total Combat Strength of all units in the hex under attack. State the comparison as a probability ratio: Attacker's Strength to Defender's Strength. Round off the ratio in favor of the Defender to conform to the simplified odds found on the Combat Results Table, roll the die and read the result on the appropriate line under the odds. Apply the result immediately, before resolving any other attacks being made during that Combat Phase.

CASES:

[8.1] WHICH UNITS MAY ATTACK

[8.11] During the Combat Phase of his Player-Turn, the Phasing Player may attack any and all Enemy units adjacent to Friendly units. Only those Friendly units directly adjacent to a given Enemy unit may participate in an attack upon that unit.

[8.12] Attacking is completely voluntary; units are never compelled to attack, and not every unit adjacent to an Enemy unit need participate in any attack. Friendly units in a stack that are not participating in a given attack are never affected by the results of the attack.



[8.13] An Enemy occupied hex may be attacked by as many units as can be brought to bear in the six adjacent hexes.

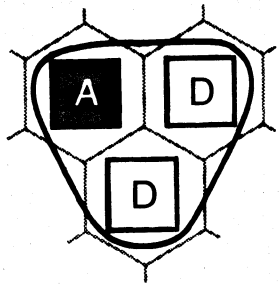
[8.14] No unit may attack more than once per Combat Phase, and no Enemy unit may be attacked more than once per Combat Phase.

[8.2] MULTIPLE UNIT AND MULTI-HEX COMBAT

[8.21] All units defending in a given hex must be involved in the combat, and they must all be attacked as a single Strength. The defender may not voluntarily withhold any units in a hex under attack. The attacker must attack all the units as a whole, i.e., the Strengths of all the units in the hex are totalled, and this total Strength is attacked. Different units in a given hex may not, therefore, be attacked separately.

[8.22] Other units in a hex that contains an attacking unit need not participate in that same attack or any other attack. Thus when one unit in a stack of three is attacking a given hex, one of the other units could attack a different hex, and the third could participate in no attack.

[8.23] If a unit (or units) is adjacent to more than one Enemy-occupied hex, it could attack all of them in a single combat. Thus units in a single hex can attack more than one other hex. The only requirement is that all attacking units must be adjacent to all defending units.



[8.3] COMBAT ODDS CALCULATION

[8.31] Combat odds are always rounded off in favor of the defender. For example, an attack with a Combat Strength of 26 Strength Points against a hex defending with nine Strength Points, for an odds ratio of 26-9, would round off to a 2-1 combat situation for combat resolution purposes. That column on the Combat Results Table would be used.

[8.4] EFFECTS ON COMBAT STRENGTH

[8.41] Combat Strengths of units may be affected by terrain and supply considerations (see the Terrain Effects Chart and the Supply rules). This is always expressed as the Combat Strength being "halved," or "doubled." When these strengths are "halved," all fractions are *retained.* Thus an unsupplied unit attacking across a river hexside would be quartered in Attack Strength (halved and then halved again). In this case a unit with an Attack Strength of five would effectively use one and one quarter Strength Points in the attack.

[8.5] NATO BATTLEGROUPS

[8.51] If, due to any combat result (De, Ae or Ex), a NATO 5-5-8 or 6-6-8 unit is eliminated, it is removed from the map and replaced with a "battlegroup" unit (1-2-8). Only NATO 5-5-8 or 6-6-8 units receive this benefit. The battlegroup unit is immediately placed on the hex in which the NATO 5-5-8 or 6-6-8 unit was eliminated, and suffers no further combat effects in that Phase. Thus, if the original unit was eliminated due to inability to retreat, the battlegroup unit need not retreat (however, see Nuclear Combat rules).

[8.52] In cases where a battlegroup unit is formed due to an "Exchange" combat result, the Soviet Player must still remove a number of Strength Points equal to or greater than the original unit, not the original unit minus the Strength Points of the battlegroup formed.

[8.53] Battlegroup units are identical in all ways to regular brigades of their respective nationality, i.e., they are considered brigades for stacking purposes and may be used as such in building up units (see 7.3). Unit types may be ignored in replacing with battlegroups.

[9.0] COMBAT RESULTS TABLE (see mapsheet)

[10.0] TERRAIN EFFECTS CHART (see separate sheet)

[11.0] SUPPLY

GENERAL RULES:

Supply affects a unit's ability to move and fight. There are three types of supply: Movement Supply, Attack Supply and Defense Supply. NATO and Warsaw Pact units experience the same effects from Movement and Defense Supply, but differ in Attack Supply. Units are said to be either supplied or unsupplied for Movement and Defense Supply purposes. For Attack Supply units are said to be in Minimum, Normal or Maximum Supply or unsupplied. The state of supply is dependent on the unit's distance from a supply source. Units are unsupplied if they do not meet any of the Supplied requirements. See the Supply Effects Chart (11.6) for effects of supply.

PROCEDURE:

Units trace supply to Supply sources in the same manner as they move, counting Movement Points to cross the intervening hexes to the source. Supply for movement is determined at the beginning of a Movement Phase for every unit. A unit that is unsupplied for Movement at the beginning of a Movement Phase is unsupplied for the entire Movement Phase and a supplied unit at the beginning of a Movement Phase is in supply for the entire Movement Phase. Supply for combat (attack or defense) is determined at the instant of combat.

CASES:

[11.1] SUPPLY SOURCES AND LINES

[11.11] The Warsaw Pact Player may use only Friendly Supply Units which are connected by a line of unblocked hexes to the East edge of the map as Supply Sources.

[11.12] To use a supply source for a supplied state in Movement or Defense Supply or Minimum or Normal Attack Supply, Warsaw Pact units must be within six (6) Movement Points, traced through unblocked hexes, of a Supply Source, counting from the unit to the Supply Unit. To use a Supply Unit for Maximum Attack Supply, the supplied unit must be adjacent to the Supply Unit.

[11.13] The NATO Player may use any NATO supply unit, which is connected to the West edge of the map by a line of unblocked hexes of any length, as a Supply Source for Movement and Defense Supply and Minimum Attack Supply. A given NATO unit may only use its own nationality of Supply Source for Normal Attack Supply. NATO units are never in Maximum Attack Supply.

[11.14] Additional Supply Sources are available to the NATO Player. Danish units only may use any unblocked Danish hex as a National Supply Source. West German, French and Netherlands units may use any city in their home country as a National Supply Source if the city can trace a line of unblocked hexes, of any length, to the West map edge.

[11.15] NATO units receive any form of supply if they are within eight Movement Points of the appropriate Supply Source, tracing through unblocked hexes from the unit to the Supply Unit.

[11.16] Canadian units draw Normal Attack Supply from U.S.A. Supply Units.

[11.17] All Warsaw Pact units are supplied for Movement purposes East of the Start Line if they can trace a line of unblocked hexes, however long, to the East map edge.

[11.2] WARSAW PACT SUPPLY LIMITATIONS

[11.21] During the First Movement Phase of each Friendly Player-Turn, any Warsaw Pact supply units used for Movement Supply are placed *face down*. These may not be used by the Warsaw Pact Player to furnish Maximum Attack Supply in the ensuing Combat Phase. They are flipped face up again at the end of the Combat Phase.

[11.22] Warsaw Pact Supply Units used in a Combat Phase to furnish Normal or Maximum Attack Supply are expended at the end of that Phase; remove from map (see 17.1).

[11.23] The same Warsaw Pact Supply Unit that is used to furnish Maximum Attack Supply may not be used in that Combat Phase to furnish either Minimum or Normal Attack Supply.

[11.6] *NATO* SUPPLY EFFECTS CHART

Type of Supply	*Supply Condition*	*Effect on Strength or Allowance*
MOVEMENT	Supplied	Normal(printed)
	Unsupplied	Halved
DEFENSE	Supplied	Normal
	Unsupplied	Halved
ATTACK	Unsupplied	Zero; attacks prohibited
	Minimum	Halved
	Normal	Normal
	Maximum (Warsaw Pact only)	Doubled

[11.3] SUPPLY UNIT MOVEMENT

[11.31] Warsaw Pact Supply Units may move in the area to the East of the Start Line in both Movement Phases. They may move only in their Second Movement Phase when operating to the West of the Start Line. They may not move across the Start Line in any Friendly First Movement Phase.

[11.32] NATO Supply Units may *never* move in the First Movement Phase. However, these units may move at three times their normal Movement Allowance (i.e. nine Movement Points) if they are not used for supply in a given Friendly Player-Turn.

[11.4] REINFORCEMENTS

Additional units received during the course of the game (reinforcements) are always in a Movement Supplied state during the First Movement Phase they are on the map.

[11.5] BLOCKING SUPPLY LINES

Supply Lines, between Supply Source and the unit to be supplied, and between the Supply Source and the Friendly Map Edge, are prohibited from passing through certain hexes and hexsides. These hexes are:

1. All-sea and all-lake hexes and hexsides
2. Enemy occupied hexes
3. Enemy controlled hexes not occupied by a Friendly unit

If there are no alternate routes for supply lines around these obstacles, the supply line is said to be "blocked" and may not be used.

[12.0] SPECIAL DENMARK RULES

GENERAL RULE:

Denmark and Danish units are in several ways a unique case in the game. All units may be retreated or moved off the North edge of the map, from hexes 2601, 2701, 2801, 2901, and 3001. These are the Denmark map edge hexes. The Warsaw Pact Player gains Victory Points for any Danish units outside of Denmark at the end of the game, but at the same time, the NATO Player receives Victory Points if the Warsaw Pact Player does not sufficiently garrison Denmark each required Game-Turn.

CASES:

[12.1] DANISH OFF-MAP RETREAT AND MOVEMENT

[12.11] Any NATO units in the above mentioned hexes, if they suffer a retreat result, must be retreated off the edge of the map. The Warsaw Pact Player receives no Victory Points for these exited units. Players should keep these units separate, as they influence the Russian Garrison. These exited units may never be returned to play.

[12.12] NATO units may voluntarily leave the map from Denmark map-edge hexes; they may never be returned to play.

[12.2] HOMELESS DANES

For each Danish division on the map at the end of the game that is not in Denmark, or able to trace an unblocked line of hexes of any length (see Supply, 11.14) to any hex in Denmark, the Warsaw Pact Player receives ten Victory Points. For each unit smaller than a division, he receives five Victory Points. No points are received for the Danish Supply unit.

[12.3] GARRISONING DENMARK

[12.31] If Denmark is isolated from the west map edge (see Case 12.33) the Warsaw Pact Player must garrison Denmark. The size of the garrison is determined by a fixed equation: six division-sized units, plus the number of divisions or division equivalents (rounding up) of NATO units retreated or moved off the Denmark map edge hexes or in Denmark itself. The Warsaw Pact divisions must be placed on any hex or hexes in Denmark to be used as a garrison force, and must be in Movement Supply. If the Warsaw Pact Player is unable to meet the garrison requirements at the instant of a NATO unit being retreated off the map, the Warsaw Pact units north of the line of hexes 2508, 2608, 2709, 2710, 2810, 2811, 2912, 3012, 3112, 3212, 3211, 3210, and 3310 inclusive are limited in their movement. These units may not be moved out of this area until the beginning of any Warsaw Pact Player-Turn that the garrison requirements are met. Any other units entering this area are also stuck in that area until the garrison requirements are met.

[12.32] If the Warsaw Pact Player has not fulfilled the Danish Garrison requirements (if required) by the end of each Game-Turn, the NATO Player receives one Victory Point for each division missing. This occurs each Game-Turn.

[12.33] Denmark is isolated if a line of unblocked hexes cannot be traced from any Danish hex to the west map edge (see Supply, Case 11.5 for blocking rules).

[13.0] TERRITORIAL FORCES

GENERAL RULE:

Certain NATO Countries (France, West Germany, Belgium, and the Netherlands) have additional Territorial Units available to them that are restricted in their movement. In all ways, Territorial Units are treated as regular units, except for specific movement restrictions.

PROCEDURE:

At the beginning of the game, all Territorial units are placed on the map. Certain units are placed on city hexes and restricted to those hexes, while others are placed anywhere within the home country.

CASES:

[13.1] PLACEMENT AND ACTIVATION

[13.11] *City Territorial Units* are placed in cities depending on the number of contiguous city hexes. One territorial unit is placed in each city composed of one, two or three hexes; two are placed in cities of four through six hexes; and three in cities of seven through nine hexes. These units may be moved freely within that city, but not out of it, until activated.

[13.12] City Territorial Units are activated individually, city by city, by any Warsaw Pact unit moving adjacent to that city at any point in the Movement Phase. Once activated all of that individual city's Territorial Units remain activated.

[13.13] *National Territorial Units* are placed anywhere in their home country at the beginning of the game and may never leave their movement area (see 13.2). They are always considered activated.

[13.2] GENERAL MOVEMENT RESTRICTIONS

All territorial units, once activated, are restricted to certain areas in their movement, according to their nationality. If forced to retreat out of the area, they are instead destroyed, and the Warsaw Pact Player receives Victory Points for them.

1. West German Territorial Units may only be present in West Germany;
2. French Territorial Units may only operate in France, Luxemburg, and Belgium;
3. Belgian Territorial Units may only operate in Belgium and the Netherlands.
4. Netherlands Territorial Units may only operate in the Netherlands and Belgium.

[14.0] TACTICAL NUCLEAR WARFARE

GENERAL RULE:

In certain scenarios, Players have the ability to use Nuclear Attacks. Nuclear Attacks increase the Attack Strength of attacking units and occasionally affect the map. Nuclear attacks may only be made against Enemy units, not hexes.

PROCEDURE:

At the beginning of any Player-Turn the Phasing Player may announce that he is using nuclear attacks. Thereafter, in the Combat Phase of that Player-Turn, and all subsequent Friendly and Enemy Combat Phases, all attacks are assumed to be nuclear attacks, i.e., after one Player escalates into using tactical nuclear weapons, the other Player is automatically committed to the use of such weapons. Such an escalation can never be reversed.

CASES:

[14.1] EFFECT ON COMBAT STRENGTHS

[14.11] The Attack Strength of NATO units when using nuclear attacks is tripled, i.e., three times the normal Attack Strength, after taking into account supply and terrain effects on combat.

[14.12] The Attack Strength of Warsaw Pact units when using nucelar attacks is doubled.

[14.13] There is no other effect of nuclear attacks, on Defense Strength or Movement Allowance.

[14.2] NUCLEAR CONTAMINATION MARKERS

[14.21] If the combat results in any given nuclear attack is a "De" or an "Ex," the Nuclear Contamination Table is consulted, and the die rolled again immediately after the combat. If there is an "N" result, Nuclear Contamination results. The Phasing Player places a marker on that hex to indicate this. It is removed at the end of the same Player's next Combat Phase, and the hex returns to normal status.

[14.22] Hexes that are nuclear contaminated may not be entered by either Player. These hexes also block supply lines and retreat routes. Air transportable units may not be landed in them.

[14.23] In the case where a NATO Battlegroup unit is formed in a nuclear contaminated hex, it is retreated one hex (see Rules of Retreat, 9.3). If it cannot retreat, it is destroyed.

[14.3] NUCLEAR CONTAMINATION TABLE

Originating Combat Result	*Die Roll* 1	2	3	4	5	6
"De" Result	•	•	•	N	N	N
"Ex" Result	•	•	•	•	N	N

N = Nuclear Contamination

[15.0] SETTING UP THE GAME

[15.0] SETTING UP THE GAME

GENERAL RULE:

The starting units for both sides are given in the various scenarios, along with any special rules pertaining to that scenario. The Warsaw Pact Player always deploys and moves first. In certain scenarios, deployment for certain NATO units is indicated. These units must be placed on the indicated hexes. Unless otherwise specified, both Players deploy their units anywhere on their respective side of the scenario start line; East for the Warsaw Pact units, West for the NATO units.

CASES:

[15.1] REINFORCEMENTS

At times the Turn Record/Reinforcement Chart calls for additional units to be brought into the game. These units arrive on the indicated hex at the beginning of the Friendly Player-Turn, and are treated as regular units during that Player-Turn and for the remainder

[16.0] INITIAL PLACEMENT

[16.1] "M + 1" Scenario

WARSAW PACT PLAYER:

The following units may be placed anywhere in East Germany, to the east of the Start Line:
USSR — ten 5-2-6, ten 4-3-6
East German — one 4-2-6, two 3-3-6

The following units may be placed anywhere in Czechoslovakia, to the east of the Start Line:
USSR — three 5-2-6, three 4-3-6
Czechoslovakian — two 4-2-6, four 3-3-6

The following hexes each have one supply unit (0-1-2) placed on them: 3323, 3426, 3427, 3831.

The following units may be placed anywhere to the east of the Start Line: six 0-1-2.

The following Territorial Units are placed in home country cities, according to the Territorial Unit rules:
West Germany — fifteen 1-2-4
Netherlands — three 1-2-4
France — one 1-2-4

The following units are placed anywhere in their home country, according to the Territorial Unit rules:
Netherlands — two 1-2-4
France — six 1-2-4
Belgium — one 1-2-4

[16.2] "M + 31" Scenario

WARSAW PACT PLAYER:

The following units may be placed anywhere to the east of the Start Line:
U.S.S.R. — twenty-six 5-2-6, thirteen 4-2-6, twenty-one 4-3-6, forty-three 3-3-6, seven 2-2-2, thirty 0-1-2
Hungarian — one 4-2-6, two 3-3-6
East German — one 4-2-6, two 3-3-6
Polish — three 4-2-6, five 3-3-6, one 2-2-2

The following units must be placed in Czechoslovakia:
Czechoslovakian — two 4-2-6, four 3-3-6

NATO PLAYER:

The following units may be placed anywhere to the west of the Start Line:
U.S.A. — two 2-2-8, four 1-2-8 (airmobile), two 4-3-8, two 2-2-8 (tricap), four 5-5-8, four 3-3-8, four 1-2-8, three 0-1-3
Canadian — one 1-2-8, four 1-1-2
U.K. — five 5-5-8, one 1-1-2, two 0-1-3
Danish — two 5-5-8, one 0-1-3
French — five 5-5-8, five 3-3-8, three 1-1-2, three 0-1-3
Netherlands — three 5-5-8, one 0-1-3
Belgian — two 5-5-8, one 1-1-2, one 0-1-3
West German — eight 6-6-8, one 5-5-8, three 2-1-8, nine 1-1-2, three 0-1-3.

The following units must be placed within one hex of Stuttgart (1542, 1641):
Italian — three 5-5-8, one 1-2-8, one 0-1-3

The following Territorial Units are placed in home country cities, according to the Territorial Unit rules:
West Germany — fifteen 1-2-4
Netherlands — three 1-2-4
France — one 1-2-4

The following units are placed anywhere in their home country, according to the Territorial Unit rules:
Netherlands — two 1-2-4
France — six 1-2-4
Belgium — one 1-2-4

NATO PLAYER:

The following units are placed on the specific hexes:

Hex Nr.	*Unit*	*Nationality*
1134	5-5-8	USA
2038	5-5-8	USA
2131	1-2-8	USA
2245	1-2-8	USA
1938	0-1-3	USA
1542	0-1-3	USA
1532	4-3-8(Tricap)	USA
1841	4-3-8(Tricap)	USA
1631	2-2-8(Tricap)	USA
1741	2-2-8(Tricap)	USA
3044	1-2-8	USA
2539	1-2-8	USA
0644	5-5-8	French
0741	5-5-8	French
0529	5-5-8	French
0844	0-1-3	French
0743	1-2-8	Canadian
1818	0-1-3	U.K.
2415	3-3-8	U.K.
1518	3-3-8	U.K.
1919	3-3-8	U.K.
1621	5-5-8	Belgian
1923	5-5-8	Belgian
0926	1-1-2	Belgian
0925	0-1-3	Belgian
0715	5-5-8	Netherlands
0616	5-5-8	Netherlands
0816	0-1-3	Netherlands
1446	6-6-8	West German
1321	6-6-8	West German
2806	6-6-8	West German
1936	6-6-8	West German
2612	6-6-8	West German
1428	6-6-8	West German
2519	6-6-8	West German
1813	6-6-8	West German
2352	5-5-8	West German
1318	2-1-8	West German
1029	2-1-8	West German
1747	2-1-8	West German
1239	1-1-2	West German
1339	1-1-2	West German
1238	1-1-2	West German
1425	1-1-2	West German
1424	1-1-2	West German
2745	1-1-2	West German
2844	1-1-2	West German
1746	0-1-3	West German
1317	0-1-3	West German
1028	0-1-3	West German

[17.0] TURN RECORD/ REINFORCEMENT CHART

During the course of the game, each Player receives additional forces. Generally each nationality always receives its reinforcements on a given hex, which is called its "Reinforcement Staging Hex." These units are placed on the map on their national Reinforcement Staging Hex at the beginning on the Player-Turn of arrival; these units may move and attack normally in that Player-Turn. Moreover they are always considered supplied (or Normal Attack Supply) for that Player-turn.

The National Reinforcement Staging hexes are:

NATO	HEX NR.
U.S.A.	1631
Danish	2802
French	0134
Netherlands	0415
Canadian	1337
U.K.	2313
West German	1424
Italian	0741
WARSAW PACT	
Number 1	3913
Number 2	3923
Number 3	3931
Number 4	3941

If any of these Reinforcement Staging Hexes is Enemy occupied, or adjacent to an Enemy unit, the reinforcements may not enter there. For West German units this means they are placed the next Friendly Player-Turn at any NATO-controlled West German city hex. For other NATO units this means the unit is placed in Amsterdam on the following Friendly Player-Turn. If Netherlands is neutral, or Amsterdam suffers the above restrictions, the reinforcements are lost. For Warsaw Pact units, the units are delayed one Game-Turn and brought in at any of the other reinforcement staging hexes.

[17.1] WARSAW PACT SUPPLY UNIT REINFORCEMENT

The Supply unit reinforcements may arrive at any of the following hexes:3323, 3426, 3427, 3831, 3941, 3913, 3923, 3931.

There are 32 supply units provided for the Warsaw Pact Player. At no time may there be more than 32 supply units present on the map, although expended supply units may be used as reinforcements.

[17.2] HOW TO READ THE TURN RECORD/ REINFORCEMENT CHART

The central numbered track is used to keep a record of the Game-Turns played by advancing the Game-Turn Marker on it. Above and below this track are pictures of the types of units which each Player receives in a corresponding Game-Turn. Beneath each unit picture is a quantity multiplier indicating how many of that type of unit the Player receives. For example, "x2" means the Player gets two of that type of unit. Immediately following the quantity number is the code for the Reinforcement Staging hex in which the unit(s) appears. These codes match those used on the map.

[18.0] VICTORY CONDITIONS

[18.1] EXPLANATION OF VICTORY CONDITIONS

NATO is essentially won by the Warsaw Pact and NATO Players accumulating Victory Points for various objectives.

Both Players receive Victory Points for destroying enemy units. In addition the Warsaw Pact Player receives Victory Points for each NATO city hex he controls at the end of the game. He controls city hexes if (1) the Warsaw Pact Player occupies that hex or (2) the Warsaw Pact Player was the last to occupy that hex and there is no NATO Zone of Control in that hex. There are also additional Victory Points available to each Player from the Special Denmark Rules (12.0).

At the end of the game the number of NATO Victory Points is subtracted from the Warsaw Pact Victory Points. This net is then referenced to the Levels of Victory Table to see which Player has won the game, and in what degree.

[18.2] VICTORY POINTS SCHEDULE

	Number of Victory Points for: NATO	Warsaw Pact
Destroying one Enemy division	2	2
Destroying one Enemy sub-divisional unit	1	1
Destroying one supply unit	0	10
Each NATO city hex controlled at end of game	0	5
Homeless Danish unit (see 12.2): per division	0	10
per sub-divisional unit	0	5
Lack of required Denmark Garrison (see 12.3) per division, each Game-Turn	1	0

[19.0] SCENARIOS

Essentially there are four games of *NATO,* based on two different time periods and the possibility of tactical nuclear weapons.

[19.1] *"M + 1" Games.* There are two variations on this. One permits the Players to use tactical nuclear weapons (see 14.0), the other forbids this. The Players decide which type to use before placing units. Both games use the following information:

Initial Forces: use the "M + 1" Scenario (16.1)

Game Length: The game ends on the twentieth Game-Turn after the Start of Hostilities (see 15.2). Thus, if hostilities began on Game-Turn 11, the game ends on Game-Turn 30.

[18.3] LEVELS OF VICTORY

	Game Type "M + 1" Conventional	"M + 1" Nuclear	"M + 31" Conventional	"M + 31" Nuclear
Warsaw Pact Victories:				
Decisive	115 or more	165 or more	90 or more	90 or more
Substantive	90 to 114	140 to 164	75 - 89	75 - 89
Marginal	65 to 89	115 to 139	60 - 74	60 - 74
Draw	40 to 64	90 to 114	45 - 59	45 - 59
NATO Victories:				
Marginal	15 to 39	65 to 89	30 - 44	30 - 44
Substantive	-10 to 14	40 to 64	15 - 29	15 - 29
Decisive	-11 or less	39 or less	14 or less	14 or less

Reinforcements: use the Turn Record/Reinforcement Chart for Game-Turn 1 until the end of the game.

[19.2] *"M + 31" Games.* Again there are two variations on this game, nuclear and non-nuclear. The Players must agree on which variation before the start of the game.

Initial Forces: use the "M + 31" Scenario (see. 16.2)

Game Length: the game ends after ten Game-Turns. Use the Turn Record/Reinforcement Chart for Game-turns 16 through 25.

Reinforcements: the only reinforcements are Warsaw Pact Supply Units (see 17.1).

[19.3] NOTES ON SCENARIO VARIATIONS

Like the concept of the game *NATO,* the scenarios themselves are very, very "What If?" The reasons for this are quite obvious. The events portrayed in the game have not yet happened. And probably never will. Therefore, we have to go on the somewhat incomplete data we have available to us. Including such historical "precedents" that we can come up with.

The scenarios make one major assumption. It is that the nations potentially involved in a future European war may not fight, or may not fight the armies that are presently "pledged" to fight. The sundry rebellions and unrest in the Warsaw Pact nations are common knowledge. Perhaps less well known in the USA are the neutralist rumblings heard among our NATO allies. These must be taken into account also. France, for example, is officially out of the formal NATO organization. France still has military understandings with some NATO countries. But nothing very binding. Other NATO countries have a long history of (not always successful) neutrality. Obvious examples are the Netherlands, Belgium and Denmark. Nothing is assured if Russia, West Germany and the USA should go to war in Europe.

The potentially most unreliable combatants are among the Warsaw Pact members. The "Reliability" Probability and Outcome tables have taken into account the numerous political and military factors applicable to the individual Warsaw Pact nations. These factors were also taken into account when determining the number of non-Russian Warsaw Pact divisions for the standard scenario. Should Russia find itself at war with NATO forces, the potential "problems" with Warsaw Pact members must be taken into account. At best (as shown in the standard scenario) the Russians will have considerable cooperation and no outright rebellion from Warsaw Pact allies. But, assuming the "best" will not occur they must be prepared for everything from active and inactive "neutrality" to outright rebellion. The NATO side of the border may also have its share of "non-participation" at the last moment. Of course, the political situation (and, following that, the military situation) can become much more complex. But we must draw the line somewhere. If you want more complexity you may add it yourself.

Each of these basic "Scenario Variations" should be used in concert, i.e., all together. However, Players may experimentally use any of the three separately, or in conjunction, according to their political beliefs.

[19.4] WARSAW PACT UNRELIABILITY

(This supercedes the Czechoslovak Restriction rule [5.3])

After choosing which basic game will be played the Warsaw Pact Player must roll the die once for each of the seven East European Countries on the Reliability Probability Table. If there is an Unreliable result, the Unreliability Outcome Table is consulted for the result.

A "Self-defense" result for a given nation means that on-the-map countries' (Czechoslovakia, East German) units suffer restrictions as in Case 5.3. The off-map countries' units simply do not arrive as reinforcements. Thus, this has no effect on Rumania, Bulgaria or Yugoslavia, since their units never enter the map normally.

A "Neutral" result for a given nation means that their units never are placed on the map, either initially or as reinforcements.

A "Rebellion" result means that the given countries' units never appear (as in neutral), and that USSR units must be removed from play. For on-map countries there must be removed from the map a certain number of USSR divisions stationed in that country initially; for off-map countries, a certain number of USSR divisions are taken from the earliest possible reinforcements. For every three (round up) USSR divisions so removed, the Warsaw Pact Player loses one supply unit from initial ones for on-map countries, and from reinforcements for off-map countries.

[19.41] RELIABILITY PROBABILITY TABLE

DIE ROLL	*POLAND*	*EAST GERMANY*	*CZECHO-SLOVAKIA*	*HUNGARY*	*RUMANIA*	*BULGARIA*	*YUGO-SLAVIA*
1	U	U	U	U	U	U	U
2	–	U	U	U	U	U	U
3	–	U	U	–	U	–	–
4	–	–	U	–	–	–	–
5	–	–	–	–	–	–	–
6	–	–	–	–	–	–	–

Nr. of divisions removed in case of rebellion:

18 6 8 6 3 2 10

U = Unreliable; see 19.42

– = Reliable

[19.42] UNRELIABLITY OUTCOME TABLE

Die Roll	*Result*
1	Self-defense
2	Self-Defense
3	Self-Defense
4	Neutral
5	Neutral
6	Rebellion

[19.5] NATO NEUTRALITY

After deciding the scenario to be played, the NATO Player must consult the NATO Neutrality Table to see if all NATO countries will actively defend Germany. If a given country is neutral, it remains neutral until the Warsaw Pact either attacks a unit of that country, or the NATO Player manages to release that country from neutrality.

Countries are released from neutrality by the NATO Player rolling the die. At the beginning of each Game-Turn after the "Start of Hostilities," the NATO Player rolls the die once for each NATO neutral country. A roll of "1" releases it from neutrality.

As under Warsaw Pact Unreliability, at the beginning of the game the Player roles the die once for each individual country to determine if that country becomes neutral.

In the "M + 1" games, units of neutral countries must remain in the same hex of initial placement until they are removed from neutrality. Reinforcement units of a neutral country are delayed for as many Game-Turns as the country is neutral, but still land on the same hex.

In the "M + 31" Scenario, any country that is neutral goes back to the "M + 1" Initial Placement. After that country stops being neutral (if ever), the reinforcements enter on the same schedule as in Game-Turns 1 through 14, using the Game-Turn of neutrality ceasing as the base Game-Turn 1.

It is possible to play the M+31 Scenarios for an additional fifteen Game-Turns. The only reinforcements are Warsaw Pact Supply Units at a rate of one per Game-Turn. If thus extending the game, use the printed (in rules folder) Levels of Victory for the Conventional

[19.51] NATO NEUTRALITY TABLE

DIE ROLL	FRANCE	CANADA	U.K.	NETHER-LANDS	BELGIUM	ITALY	DENMARK
1	N	N	N	N	N	N	N
2	N	N	–	N	N	N	–
3	N	–	–	–	–	–	–
4	–	–	–	–	–	–	–
5	–	–	–	–	–	–	–
6	–	–	–	–	–	–	–

N = Neutral

– = Active participant in hostilities

No other countries (West Germany, USA) are ever neutral.

[19.6] CHINESE INTERVENTION

This variation may only be used with the "M + 1" Scenarios. After choosing whether it is a nuclear or non-nuclear scenario, and after determining reliability of other Warsaw Pact countries, the Warsaw Pact Player must determine the Chinese activity and response.

[19.61] CHINESE RESPONSE TABLE

Die Roll	*Result*
1	None
2	None
3	Mobilization
4	Mobilization
5	Mobilization
6	Active War

If the result is "None," there is no effect on the game. If the result is Chinese "Mobilization," the Warsaw Pact Player must deduct two USSR divisions per Game-Turn from Reinforcements on Game-Turns 8 through 14. If the result is an "Active War," the Warsaw Pact Player must deduct four USSR divisions per Game-Turn from Reinforcements for Game-Turns 4-14. Supply units are also deleted, pro rata, as in 19.4.

[20.0] SUMMARY OF WARSAW PACT GROUND FORCES

Bulgaria – 115,000 men, 2 Tank Divisions, 9 Infantry Divisions (2300 tanks, 1500 guns).

East Germany – 95,000 men, 2 Tank Divisions, 4 Infantry Divisions (1800 tanks, 850 guns).

Poland – 185,000 men, 5 Tank Divisions, 9 Infantry Divisions, 1 Airborne Division (3,000 tanks, 1300 guns).

Rumania – 165,000 men, 1 Tank Division, 10 Infantry Divisions, 1 Mountain Division (1200 tanks, 1000 guns).

Czechoslovakia – 175,000 men, 4 Tank Divisions, 10 Infantry Divisions, 1 Airborne Brigade (3200 tanks, 2000 guns).

Hungary – 95,000 men, 2 Tank Divisions, 5 Infantry Divisions, 1 Airborne Brigade (800 tanks, 600 guns).

East European Non-Members of Warsaw Pact

Albania – 15,000 men, 6 Infantry Brigades (250 tanks, 150 guns).

Yugoslavia – 195,000 men, 2 Tank Divisions, 9 Infantry Divisions, 29 Infantry Brigades (number of tanks and guns unknown but the army relies primarily on "partisan" style warfare which makes such heavy weapons more of a hindrance than a help).

NOTE: Many of the above units would be tied down with other NATO armies such as Greece and Turkey. Warsaw Pact forces would also have to keep an eye on Yugoslavia. Neutral Austria would also have to be "watched." It is not considered likely that Austria's neutrality would be violated. Such a violation of neutrality by Warsaw Pact would, in theory, gain a good flank position on NATO. However, Austria is rather rugged terrain and the Austrian Army is prepared to fight a stubborn guerilla war with, of course, the aid of NATO forces. Air forces are calculated to "cancel each other out." Both NATO and Warsaw Pact, of course, expect their air forces to be superior. But it's a moot point.

DESIGNER'S NOTES

Students of military history find themselves returning again and again to World War II. Why should this fairly recent war excite so much interest? There have been many other wars before it and a considerable number since. The interest probably comes from the form World War II took. It was a large war. But, unlike World War I, was full of movement and change. Few other wars in modern history come close to World War II when it comes to sheer dynamics. For these reasons we feel that the game *NATO* will elicit the same enthusiasm. *NATO* covers a hypothetical war. A war in the heartland of Europe, the North German Plain. A war between the two largest and most heavily armed adversaries in the world: the ground forces of NATO and the Warsaw Pact.

If such a war should occur it would bring together more armored fighting vehicles than any other battle in history. There have been larger campaigns in terms of manpower, but nothing like it in terms of firepower (even without nuclear weapons).

NATO has rules covering the use of tactical nuclear weapons. To simulate the use of strategic nuclear weapons simply soak the map with lighter fluid and apply a flame. For that reason, strategic airpower has not been included. It has been "factored out." Much the same happend with tactical airpower. Both NATO and the Warsaw Pact insist that their air forces will wipe out all comers. To settle the argument, and to keep the game simple, we'll assume *both* are right. That leaves us with the clash of ground forces. We didn't ignore naval forces either, we just assumed that they would have no decisive affect on the ground fighting. That stills leaves us with just the ground forces. Which is plenty.

The Russians, with maximum assistance from their allies, can muster something like 200 divisions. NATO can't even collect a hundred. But NATO has more tactical nuclear weapons. More "depth" in their divisions. And a generally better educated pool of manpower from which to draw troops. Warsaw Pact divisions are organized and armed for the "big blow," and little else. This imposes certain obvious (in the game) limitations. The game shows that victory will not be quick for either side. Both sides will have plenty of time to see what's coming. Hopefully, everyone will see enough to prevent anything from starting.

As a result of post-publication playtesting and questions or comments received from SPI customers, the following errata have been assembled to clarify play of this simulation:

RULES

[11.15] (*clarification*) The type of supply received when within eight Movement Points of the appropriate supply source depends on the *nationality* of the supply source, as explained in 11.13. Thus "any supply" means the *appropriate* supply.

[14.0] TACTICAL NUCLEAR WARFARE

(*clarification*) The use of Nuclear weapons in the nuclear scenarios is *always voluntary*. Either Player may designate some, all or none of his individual attacks as nuclear at any time and remains free to make conventional attacks.

DESIGN CREDITS

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Game Development: Robert Felice, Stephen G. Bettum, Hank Zucker
Rules and Editorial: John Young, William Sullivan
Production: Manfred F. Milkuhn, Al Zygier, Marsha Treiber, Kevin Melahn

[9.0] COMBAT RESULTS TABLE

DIE ROLL	*Combat Odds (Attack Strength-to-Defense Strength)*										DIE ROLL
	1-1	*2-1*	*3-1*	*4-1*	*5-1*	*6-1*	*7-1*	*8-1*	*9-1*	*10-1*	
1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	De	1
2	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	2
3	Ar1	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	3
4	Ar1	Ar1	Dr1	Dr1	Dr1	Dr2	Dr3	Dr3	Dr3	Ex	4
5	Ar1	Ex	Ex	Dr1	Dr1	Dr2	Ex	Ex	Ex	Ex	5
6	Ae	Ae	Ar1	Ex	Ex	Ex	Ex	Ex	Ex	Ex	6

Odds less than 1-1 are NOT permitted; Odds greater than 10-1 are treated as 10-1.

NATO

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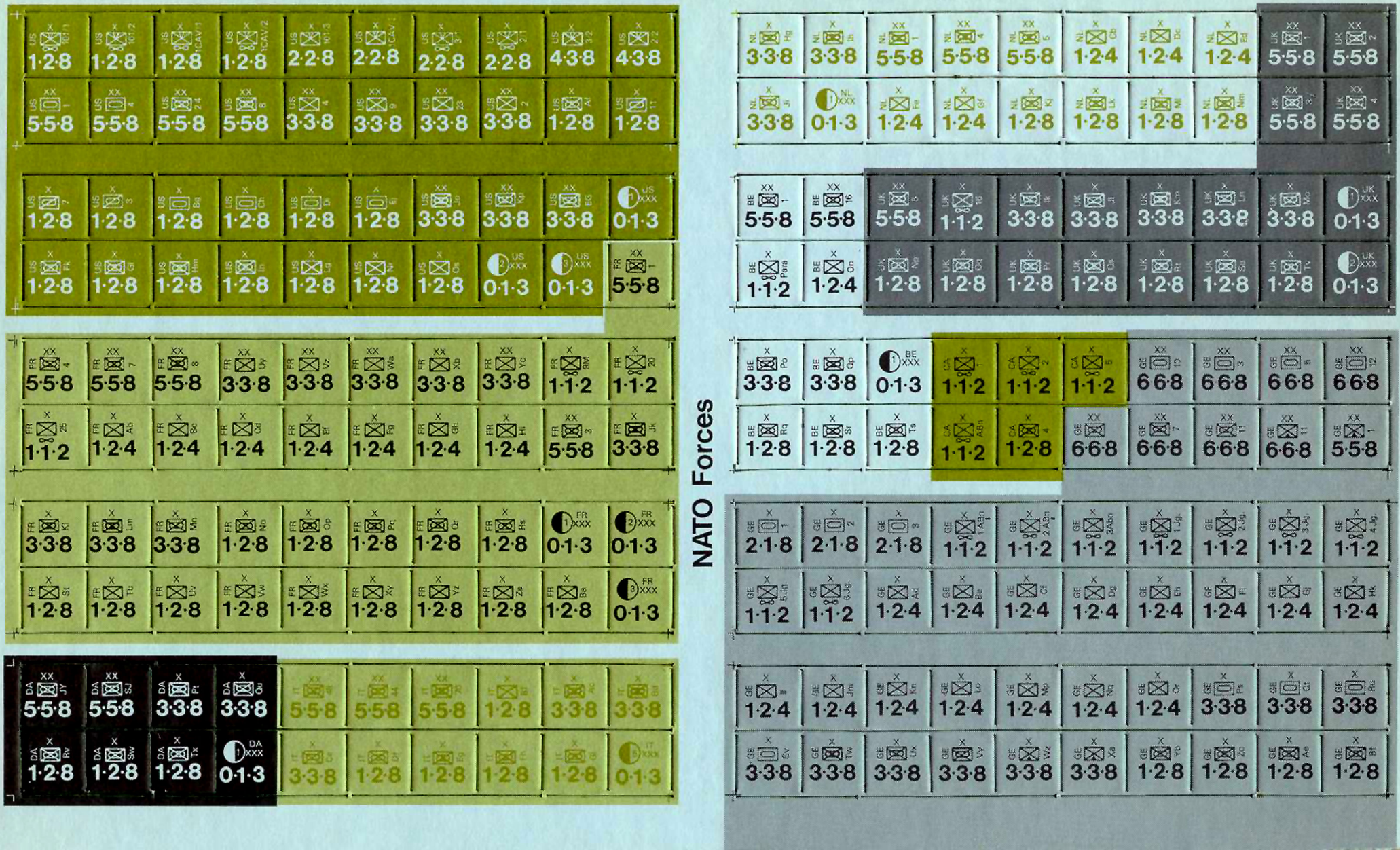


Warsaw Pact Forces
Game Turn

[16.0] INITIAL PLACEMENT

[16.1] "M + 1" Scenario

WARSAW PACT PLAYER:

The following units may be placed anywhere in East Germany, to the east of the Start Line:
USSR — ten 5-2-6, ten 4-3-6
East German — one 4-2-6, two 3-3-6

The following units may be placed anywhere in Czechoslovakia, to the east of the Start Line:
USSR — three 5-2-6, three 4-3-6
Czechoslovakian — two 4-2-6, four 3-3-6

The following hexes each have one supply unit (0-1-2) placed on them: 3323, 3426, 3427, 3831.

The following units may be placed anywhere to the east of the Start Line: six 0-1-2.

NATO PLAYER:

The following units are placed on the specific hexes:

Hex Nr.	*Unit*	*Nationality*
1134	5-5-8	USA
2038	5-5-8	USA
2131	1-2-8	USA
2245	1-2-8	USA
1938	0-1-3	USA
1542	0-1-3	USA
1532	4-3-8(Tricap)	USA
1841	4-3-8(Tricap)	USA
1631	2-2-8(Tricap)	USA
1741	2-2-8(Tricap)	USA
3044	1-2-8	USA
2539	1-2-8	USA
0644	5-5-8	French
0741	5-5-8	French
0529	5-5-8	French
0844	0-1-3	French
0743	1-2-8	Canadian
1818	0-1-3	U.K.
2415	3-3-8	U.K.
1518	3-3-8	U.K.
1919	3-3-8	U.K.
1621	5-5-8	Belgian
1923	5-5-8	Belgian
0926	1-1-2	Belgian
0925	0-1-3	Belgian
0715	5-5-8	Netherlands
0616	5-5-8	Netherlands
0816	0-1-3	Netherlands
1446	6-6-8	West German
1321	6-6-8	West German
2806	6-6-8	West German
1936	6-6-8	West German
2612	6-6-8	West German
1428	6-6-8	West German
2519	6-6-8	West German
1813	6-6-8	West German
2352	5-5-8	West German
1318	2-1-8	West German
1029	2-1-8	West German
1747	2-1-8	West German
1239	1-1-2	West German
1339	1-1-2	West German
1238	1-1-2	West German
1425	1-1-2	West German
1424	1-1-2	West German
2745	1-1-2	West German
2844	1-1-2	West German
1746	0-1-3	West German
1317	0-1-3	West German
1028	0-1-3	West German

The following Territorial Units are placed in home country cities, according to the Territorial Unit rules:
West Germany — fifteen 1-2-4
Netherlands — three 1-2-4
France — one 1-2-4

The following units are placed anywhere in their home country, according to the Territorial Unit rules:
Netherlands — two 1-2-4
France — six 1-2-4
Belgium — one 1-2-4

[16.2] "M + 31" Scenario

WARSAW PACT PLAYER:

The following units may be placed anywhere to the east of the Start Line:
U.S.S.R. — twenty-six 5-2-6, thirteen 4-2-6, twenty-one 4-3-6, forty-three 3-3-6, seven 2-2-2, thirty 0-1-2
Hungarian — one 4-2-6, two 3-3-6
East German — one 4-2-6, two 3-3-6
Polish — three 4-2-6, five 3-3-6, one 2-2-2

The following units must be placed in Czechoslovakia:
Czechoslovakian — two 4-2-6, four 3-3-6

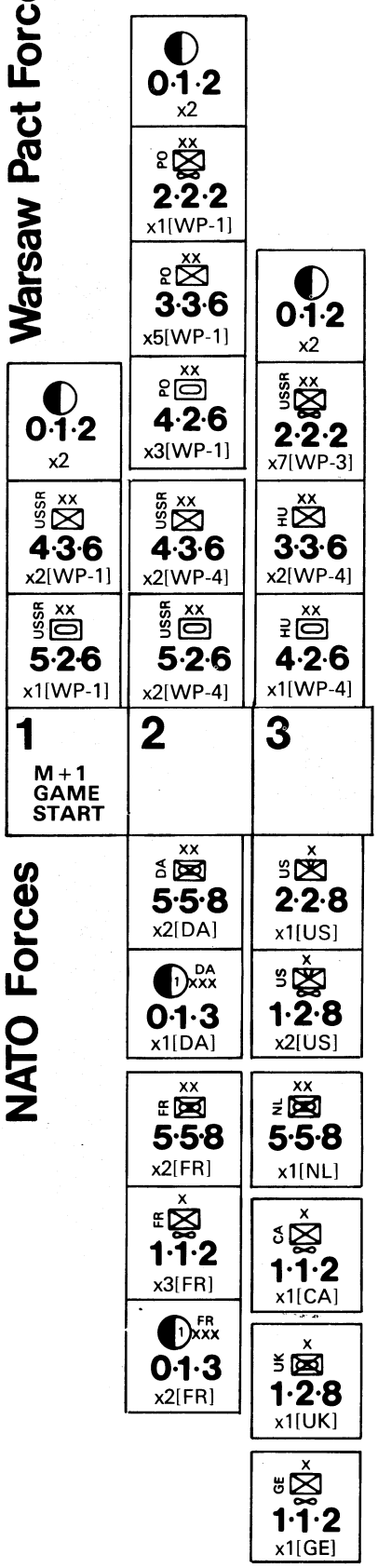
NATO PLAYER:

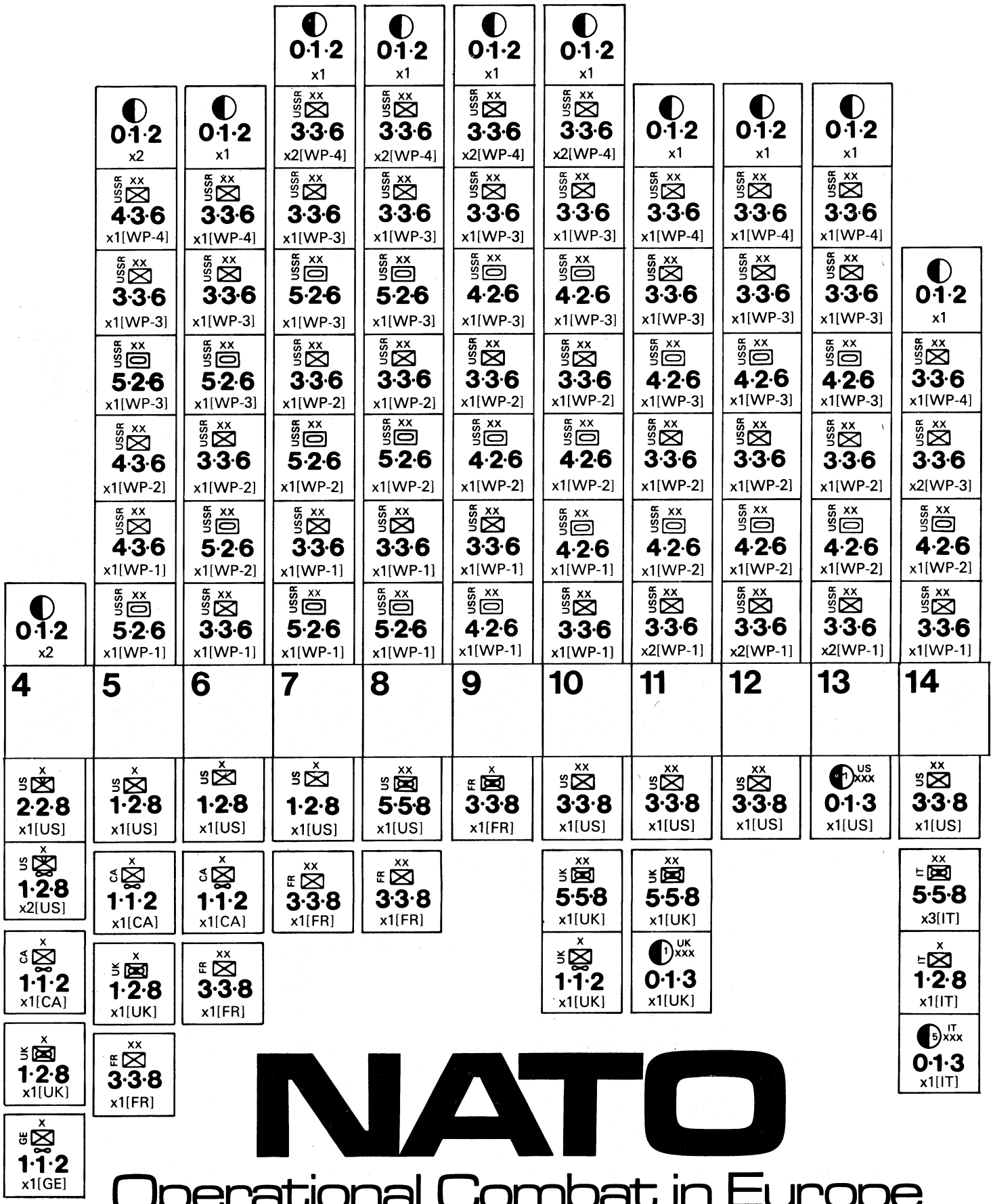
The following units may be placed anywhere to the west of the Start Line:
U.S.A. — two 2-2-8, four 1-2-8 (airmobile), two 4-3-8, two 2-2-8 (tricap), four 5-5-8, four 3-3-8, four 1-2-8, three 0-1-3
Canadian — one 1-2-8, four 1-1-2
U.K. — five 5-5-8, one 1-1-2, two 0-1-3
Danish — two 5-5-8, one 0-1-3
French — five 5-5-8, five 3-3-8, three 1-1-2, three 0-1-3
Netherlands — three 5-5-8, one 0-1-3
Belgian — two 5-5-8, one 1-1-2, one 0-1-3
West German — eight 6-6-8, one 5-5-8, three 2-1-8, nine 1-1-2, three 0-1-3.

The following units must be placed within one hex of Stuttgart (1542, 1641):
Italian — three 5-5-8, one 1-2-8, one 0-1-3

The following Territorial Units are placed in home country cities, according to the Territorial Unit rules:
West Germany — fifteen 1-2-4
Netherlands — three 1-2-4
France — one 1-2-4

The following units are placed anywhere in their home country, according to the Territorial Unit rules:
Netherlands — two 1-2-4
France — six 1-2-4
Belgium — one 1-2-4





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[17.0] TURN RECORD/ REINFORCEMENT CHART

During the course of the game, each Player receives additional forces. Generally each nationality always receives its reinforcements on a given hex, which is called its "Reinforcement Staging Hex." These units are placed on the map on their national Reinforcement Staging Hex at the beginning on the Player-Turn of arrival; these units may move and attack normally in that Player-Turn. Moreover they are always considered supplied (or Normal Attack Supply) for that Player-turn.

The National Reinforcement Staging hexes are:

NATO	HEX NR.
U.S.A.	1631
Danish	2802
French	0134
Netherlands	0415
Canadian	1337
U.K.	2313
West German	1424
Italian	0741
WARSAW PACT	
Number 1	3913
Number 2	3923
Number 3	3931
Number 4	3941

If any of these Reinforcement Staging Hexes is Enemy occupied, or adjacent to an Enemy unit, the reinforcements may not enter there. For West German units this means they are placed the next Friendly Player-Turn at any NATO-controlled West German city hex. For other NATO units this means the unit is placed in Amsterdam on the following Friendly Player-Turn. If Netherlands is neutral, or Amsterdam suffers the above restrictions, the reinforcements are lost. For Warsaw Pact units, the units are delayed one Game-Turn and brought in at any of the other reinforcement staging hexes.

[17.1] WARSAW PACT SUPPLY UNIT REINFORCEMENT

The Supply unit reinforcements may arrive at any of the following hexes:3323, 3426, 3427, 3831, 3941, 3913, 3923, 3931.

There are 32 supply units provided for the Warsaw Pact Player. At no time may there be more than 32 supply units present on the map, although expended supply units may be used as reinforcements.

[17.2] HOW TO READ THE TURN RECORD/ REINFORCEMENT CHART

The central numbered track is used to keep a record of the Game-Turns played by advancing the Game-Turn Marker on it. Above and below this track are pictures of the types of units which each Player receives in a corresponding Game-Turn. Beneath each unit picture is a quantity multiplier indicating how many of that type of unit the Player receives. For example, "x2" means the Player gets two of that type of unit. Immediately following the quantity number is the code for the Reinforcement Staging hex in which the unit(s) appears. These codes match those used on the map.

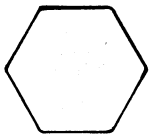
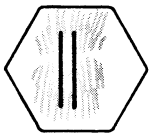
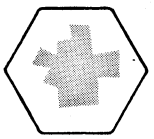
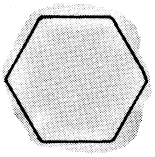
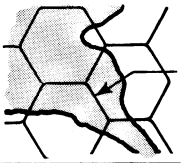
0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1	0·1·2 x1
15	**16** **M+31 GAME START**	**17**	**18**	**19**	**20**	**21**	**22**	**23**	**24**	**25** **BOTH GAMES END**

[9.0] COMBAT RESULTS TABLE

DIE ROLL	*1-1*	*2-1*	*3-1*	*4-1*	*5-1*	*6-1*	*7-1*	*8-1*	*9-1*	*10-1*	DIE ROLL
	Combat Odds (Attack Strength-to-Defense Strength)										
1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	De	1
2	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	2
3	Ar1	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	3
4	Ar1	Ar1	Dr1	Dr1	Dr1	Dr2	Dr3	Dr3	Dr3	Ex	4
5	Ar1	Ex	Ex	Dr1	Dr1	Dr2	Ex	Ex	Ex	Ex	5
6	Ae	Ae	Ar1	Ex	Ex	Ex	Ex	Ex	Ex	Ex	6

Odds less than 1-1 are NOT permitted; Odds greater than 10-1 are treated as 10-1.

[10.0] TERRAIN EFFECTS CHART

Terrain Type	*Movement Point (MP) cost to enter hex*	*Effect on Combat*
 Clear Terrain	One MP	No effect
Forest	Two MP's	Units defending in these hexes have their effective Defense Strength doubled
Mountain	Six MP's	
 Mountain Pass	Two MP's	
 City	One MP	
River hexside	One additional MP to cross	Units attacking across hexside have their effective Attack Strength halved
 All-Sea and All-Lake	Entry prohibited	
 Sea hexsides	Movement Prohibited	Attacking Prohibited
Start Line	See Scenarios	See Scenarios
National boundaries	No movement effect; see Supply, case [5.31] and Movement, cases [11.1] and [11.7].	No combat effect

through all-sea hexsides, or into all sea hexes, or off the map (Exception: see 12.1).

5. The retreated unit(s) may be retreated into or through hexes which would cause violation of stacking limits.

Overstacking must be corrected at the earliest opportunity. No units in an overstacked hex may attack. Excess units do not contribute to the stack's defense (the Friendly Player chooses which units are the excess units keeping in mind that no unit may defend more than once per Combat Phase). *All* units in a stack suffer the effects of an attack upon that hex.

6. The retreated unit(s) preferably retreats into unoccupied hexes, rather than Friendly occupied hexes, and non-enemy controlled hexes, rather than controlled.

7. The retreated unit(s) preferably is retreated through hexes and hex-sides with the lowest Movement Point cost (although Movement Points are not actually expended when retreating).

8. Within the above restrictions, the retreating unit(s) is retreated closer to supply.

[9.3] ADVANCE AFTER COMBAT

There is no advance after combat.

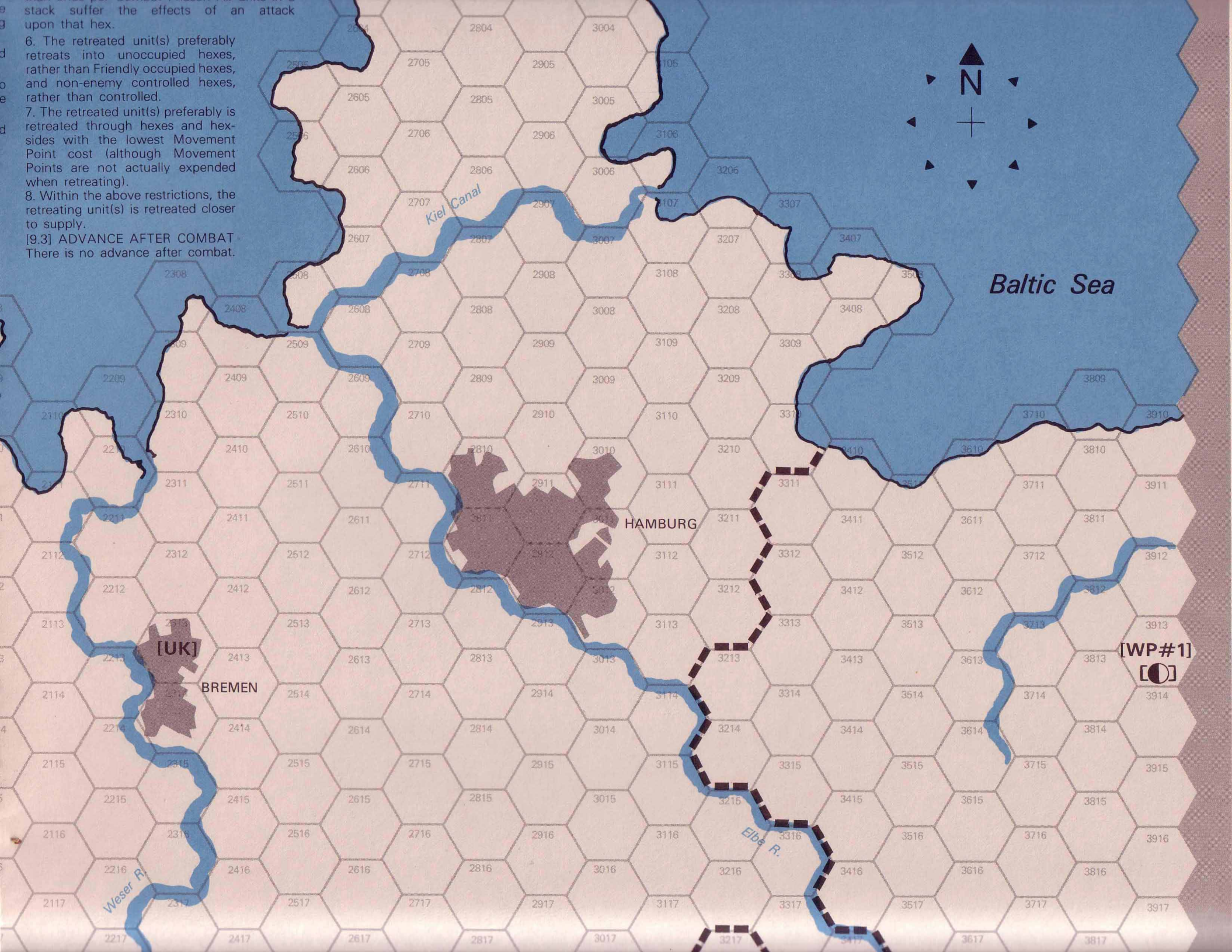
stack suffer the effects of an attack upon that hex.

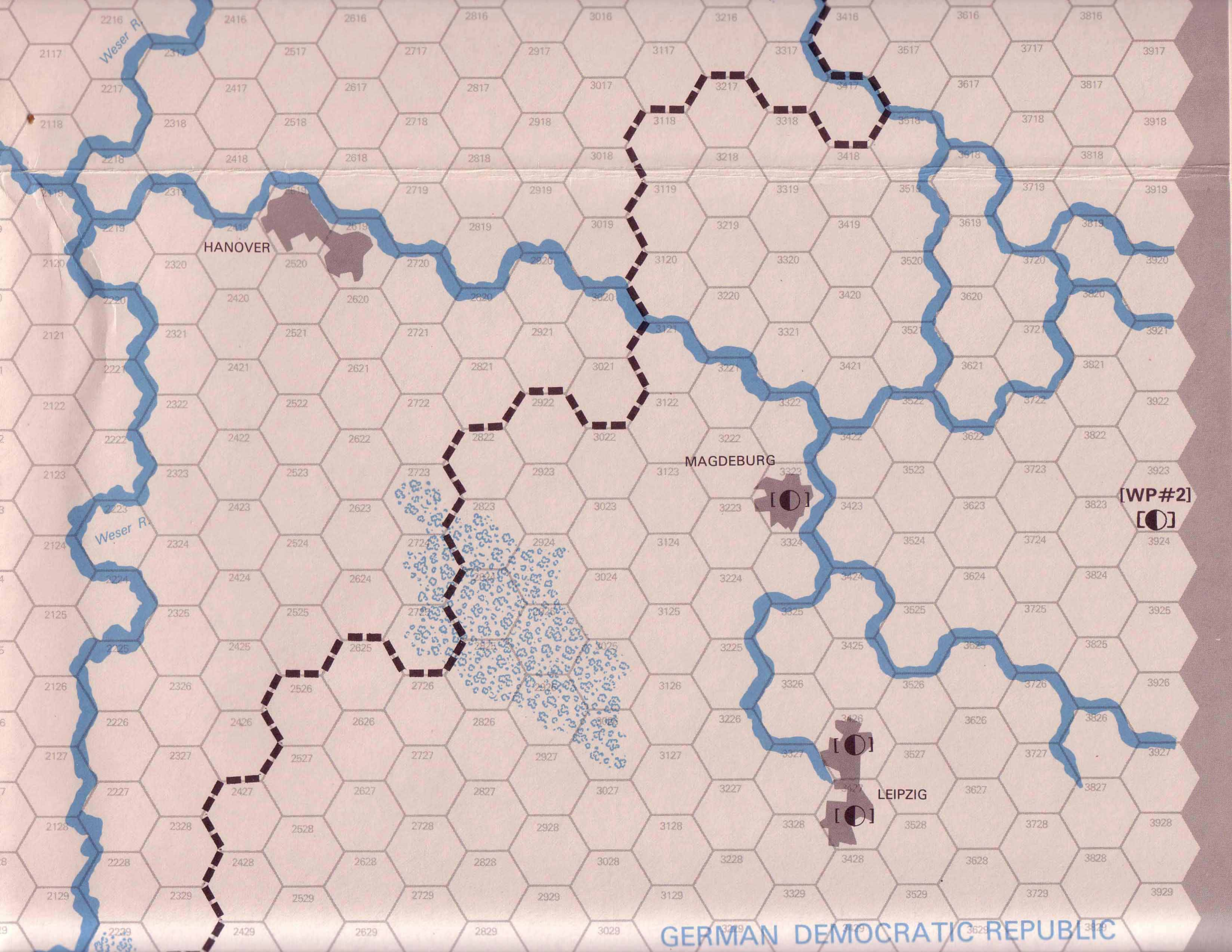
6. The retreated unit(s) preferably retreats into unoccupied hexes, rather than Friendly occupied hexes, and non-enemy controlled hexes, rather than controlled.

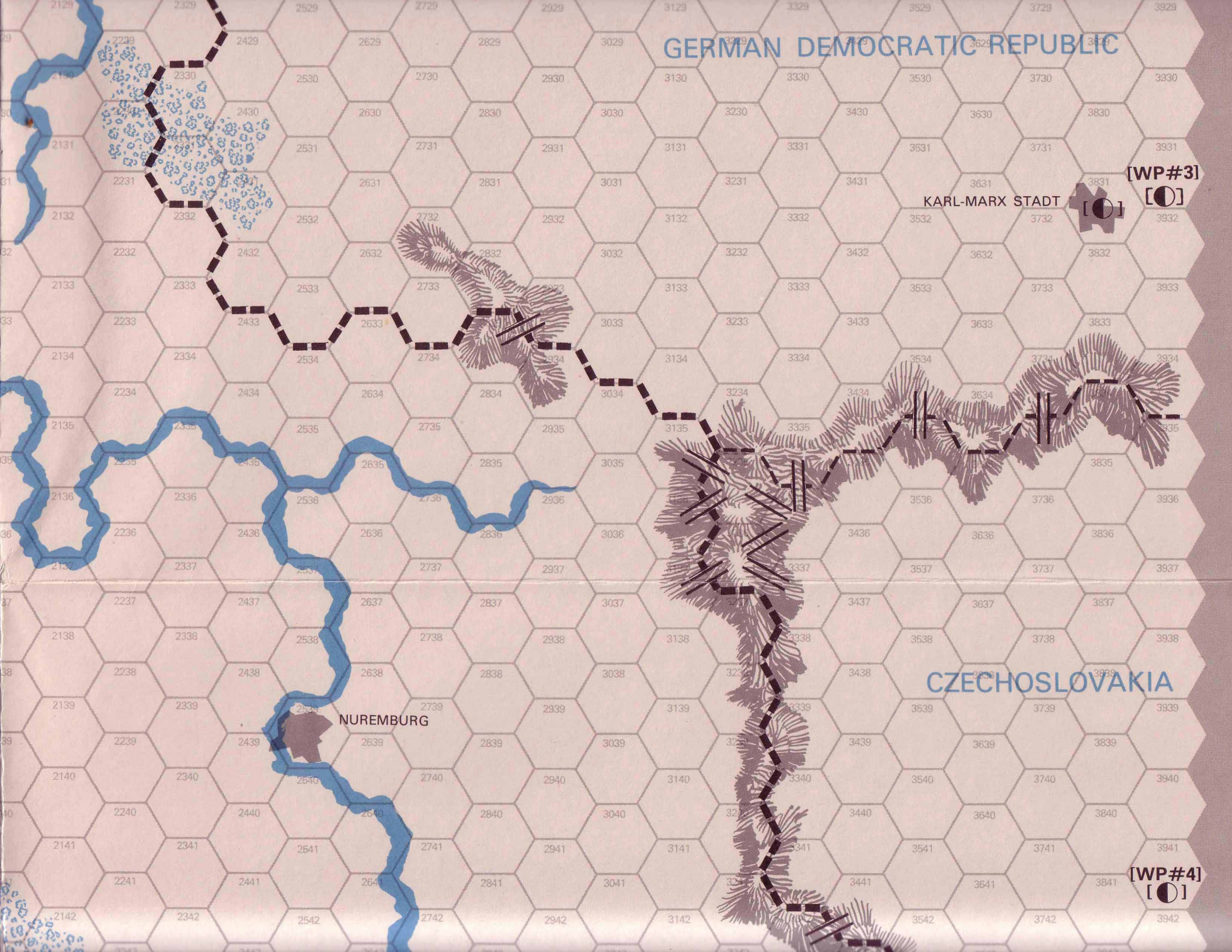
7. The retreated unit(s) preferably is retreated through hexes and hex-sides with the lowest Movement Point cost (although Movement Points are not actually expended when retreating).

8. Within the above restrictions, the retreating unit(s) is retreated closer to supply.

[9.3] ADVANCE AFTER COMBAT
There is no advance after combat.




Weser R.
HANOVER
MAGDEBURG
[WP#2]
Weser R.
LEIPZIG
GERMAN DEMOCRATIC REPUBLIC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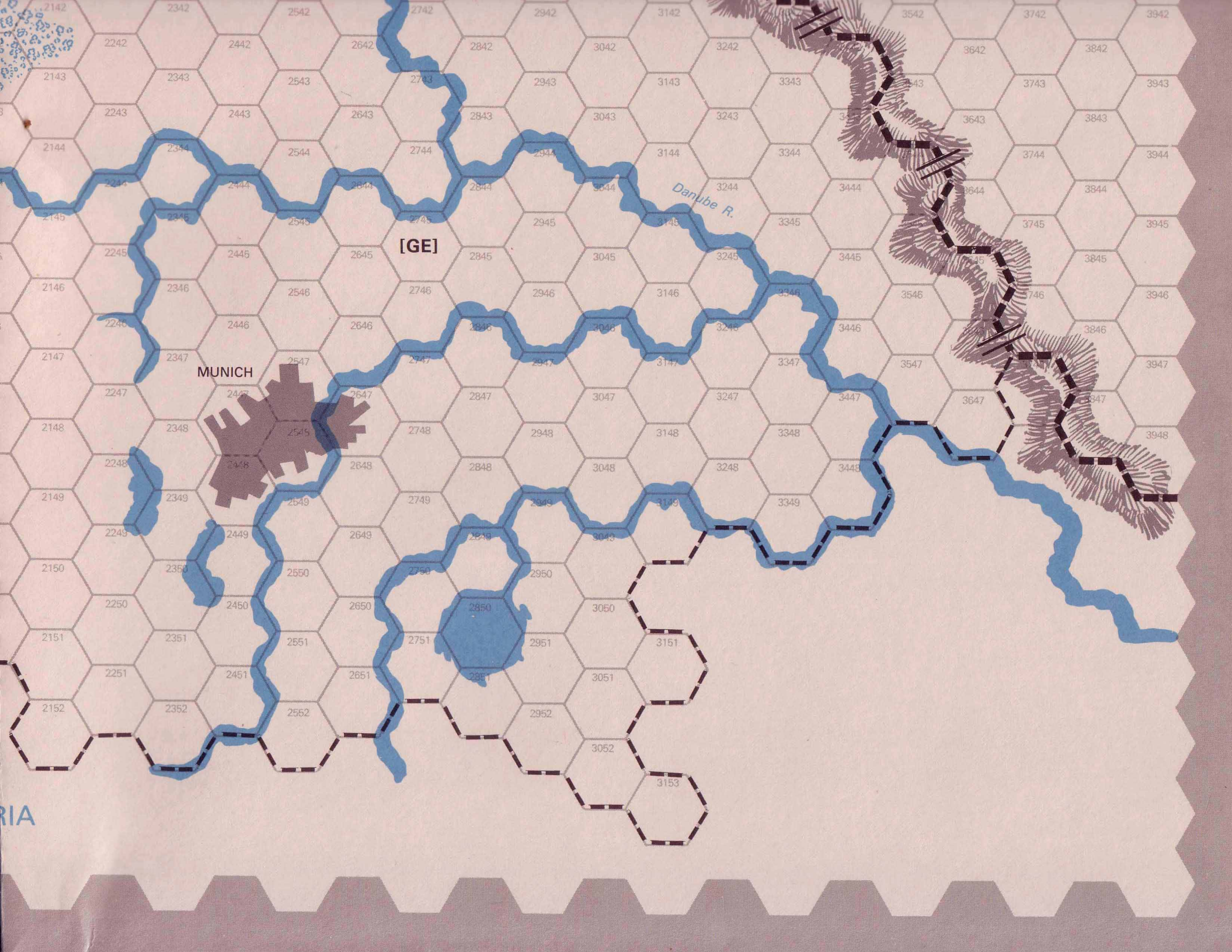
[WP#3]
KARL-MARX STADT
CZECHOSLOVAKIA
NUREMBURG
[WP#4]


[GE]
MUNICH
Danube R.
RIA

[9.0] COMBAT RESULTS TABLE

DIE ROLL	*Combat Odds (Attack Strength-to-Defense Strength)* 1-1	2-1	3-1	4-1	5-1	6-1	7-1	8-1	9-1	10-1	DIE ROLL
1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	De	1
2	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	De	2
3	Ar1	Dr1	Dr1	Dr2	Dr2	Dr2	Dr3	Dr3	Dr3	De	3
4	Ar1	Ar1	Dr1	Dr1	Dr1	Dr2	Dr3	Dr3	Dr3	Ex	4
5	Ar1	Ex	Ex	Dr1	Dr1	Dr2	Ex	Ex	Ex	Ex	5
6	Ae	Ae	Ar1	Ex	Ex	Ex	Ex	Ex	Ex	Ex	6

Odds less than 1-1 are NOT permitted; Odds greater than 10-1 are treated as 10-1.

[9.1] EXPLANATION OF RESULTS

Ae = *Attacker eliminated;* all attacking units in the combat situation are eliminated, i.e., removed from the map. Units in the same hexes as the involved units which were not attacking are not affected.

Ar1,2,3 = *Attacker Retreat;* all attacking units are moved the indicated number of hexes by the attacking Player. See the rules of retreat (9.2).

Dr1,2,3 = *Defender Retreats;* all defending units are moved the indicated number of hexes by the defending Player. See the rules of retreat (9.2).

Ex = *Exchange;* all of the defending units are eliminated first, then an equal or greater number of Attacking Strength Points are lost. All Exchanges are made at the adjusted Combat Strength of the units, so that if the defender is doubled the attacking Player must use twice as many Strength Points as the f (printed) value of the defending unit(s).

De = *Defender eliminated;* all of the Defe ing units are eliminated, i.e., removed from map.

For all results, see also the NATO battlegr rules (8.5).

[9.2] HOW TO RETREAT

Units which are forced to retreat must m the following requirements or be eliminat

1. The retreated unit(s) must be moved indicated number of *hexes* without mov into any hex more than once.
2. The retreated unit(s) may not be retrea through Enemy occupied hexes.
3. The retreated unit(s) may not be moved i or through Enemy controlled hexes, unless hex is occupied by another Friendly unit.
4. The retreated unit(s) may not be retrea

6	Ae	Ae	Ar1	Ex	Ex	Ex	Ex	Ex	Ex	Ex	6

Odds less than 1-1 are NOT permitted; Odds greater than 10-1 are treated as 10-1.

eliminated first, then an equal or greater number of Attacking Strength Points are lost. All Exchanges are made at the adjusted Combat Strength of the units, so that if the defender is doubled the attacking Player must

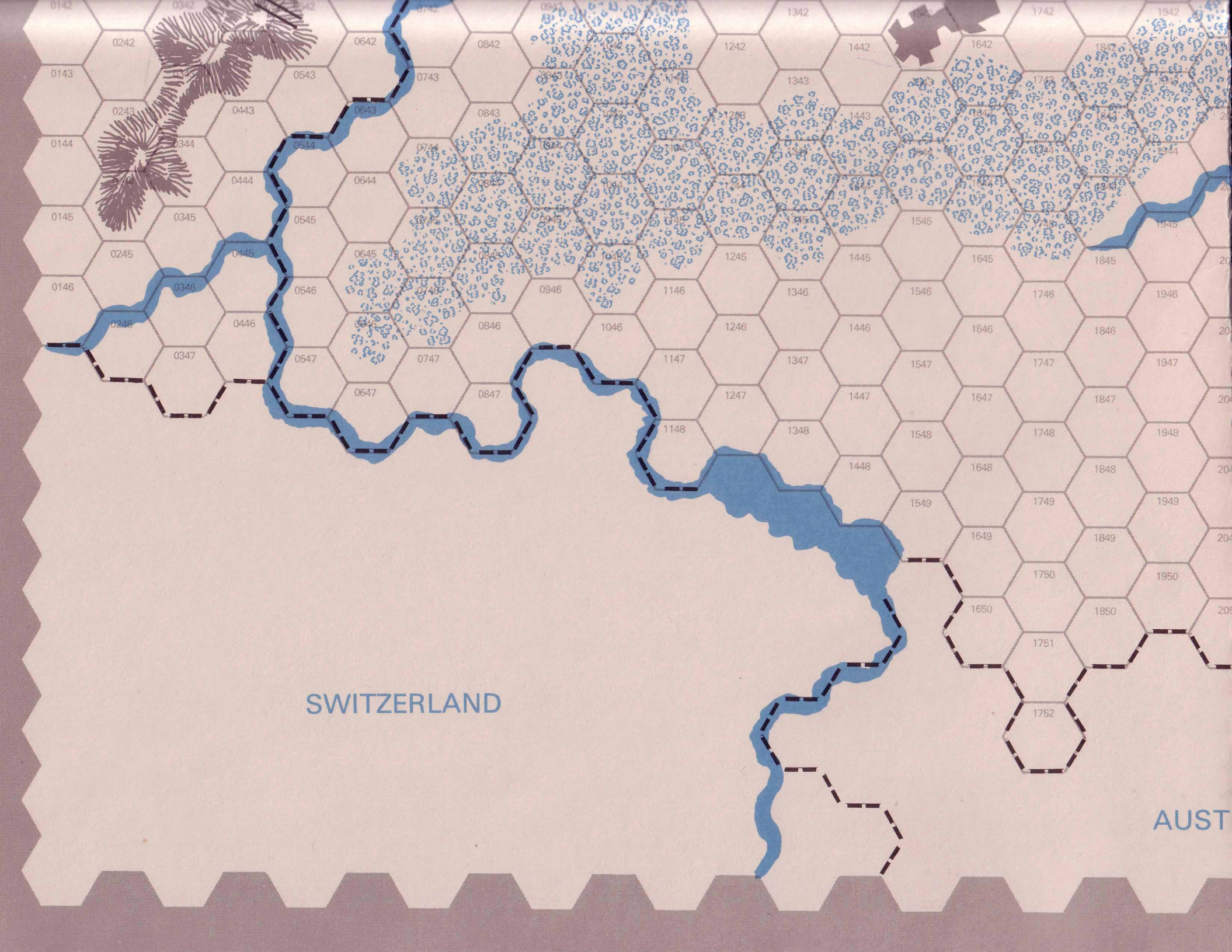
through Enemy occupied hexes.

3. The retreated unit(s) may not be moved in or through Enemy controlled hexes, unless t hex is occupied by another Friendly unit.

4. The retreated unit(s) may not be retreat

NETHERLANDS
THE RUHR CITIES
GERMAN FEDERAL REPUBLIC
COLOGNE
BELGIUM
Meuse R.
Rhine R.

LUXEMBURG
Moselle R.
[FR]
FRANKFURT
[US]
Main R.
[CA]
MANNHEIM
Rhine R.
FRANCE
[IT]
STRASBURG
STUTTGART


SWITZERLAND
AUST